

Figure 1

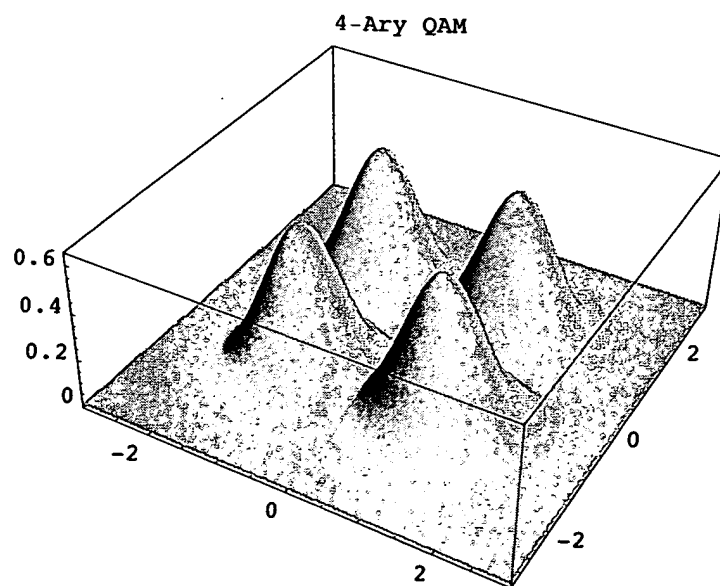


Figure 2

BEST AVAILABLE COPY

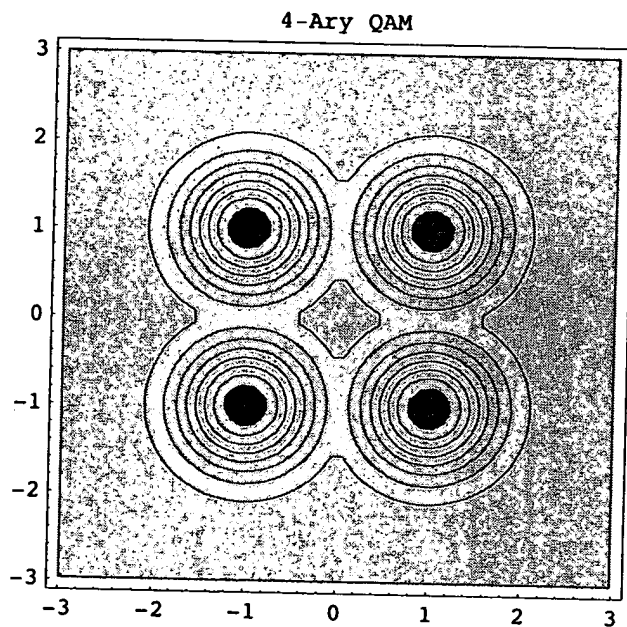


Figure 3

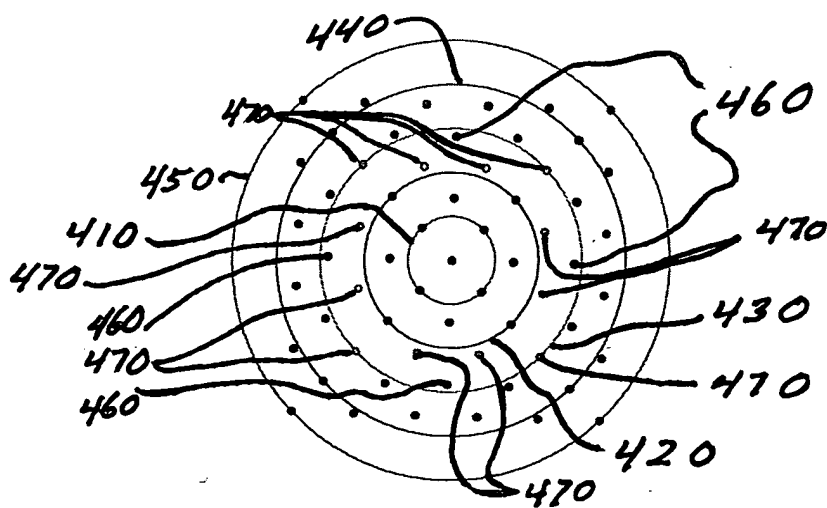


Figure 4

BEST AVAILABLE COPY

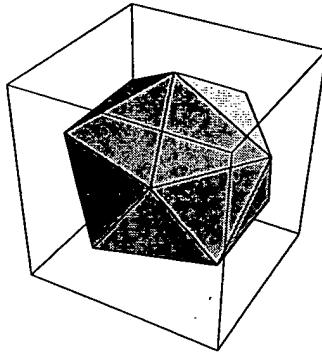


Figure 5

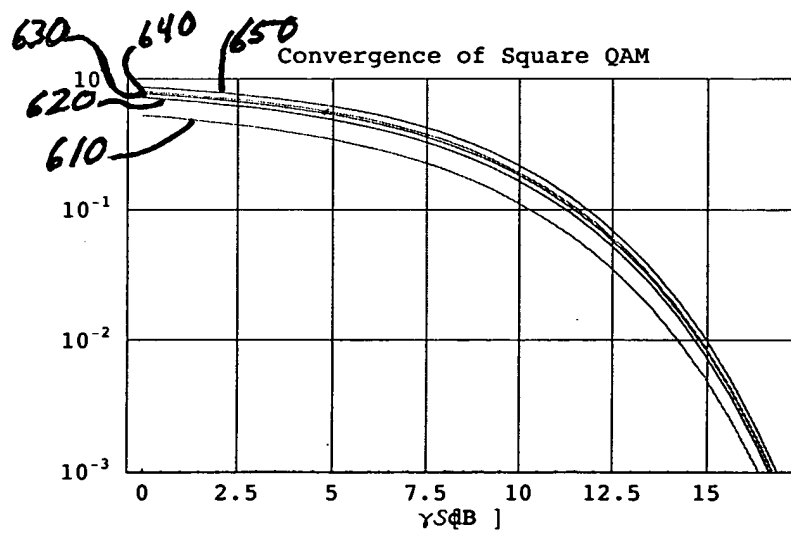


Figure 6

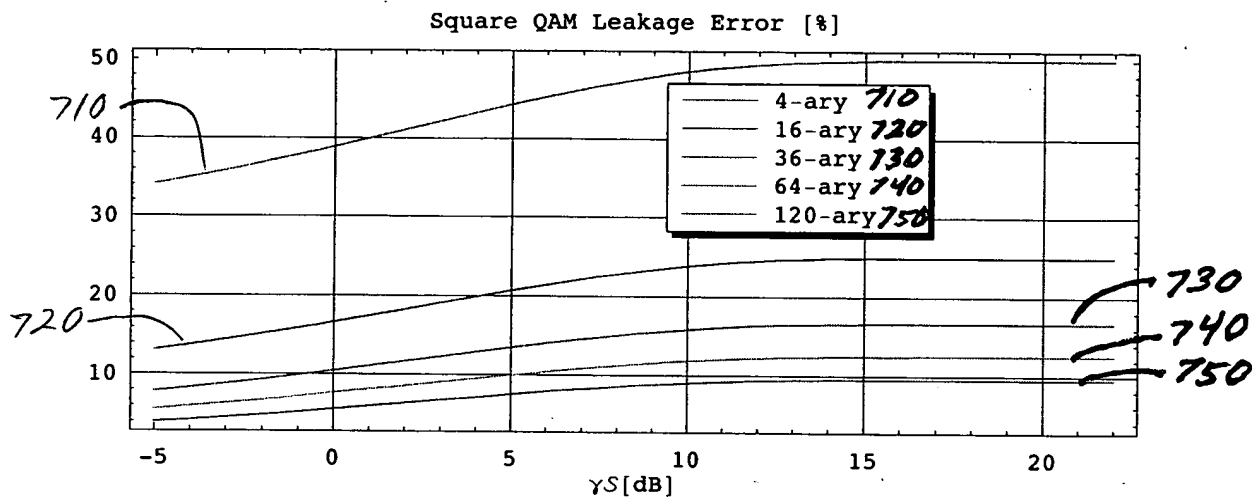


Figure 7

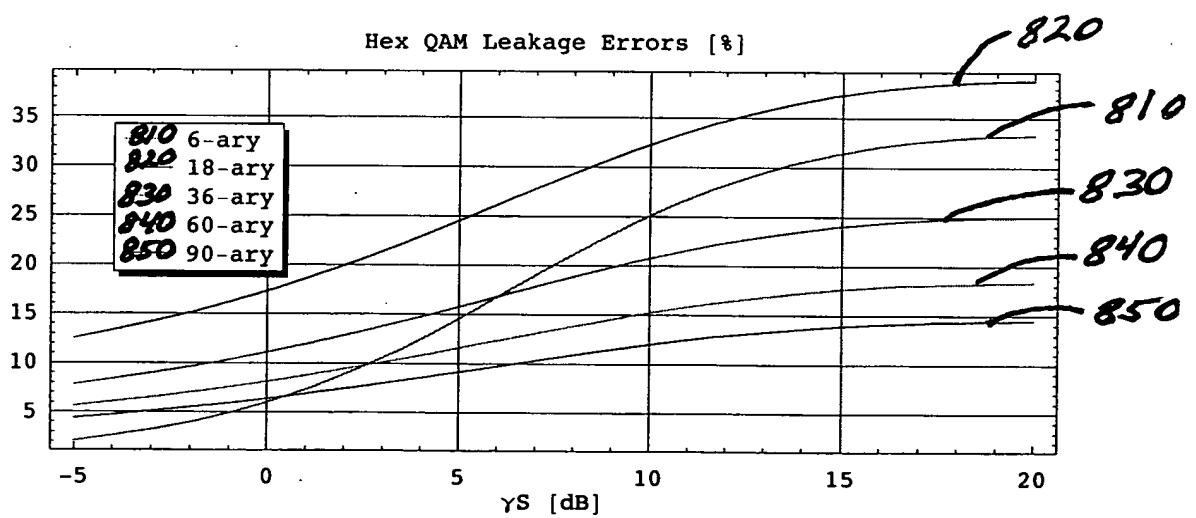


Figure 8

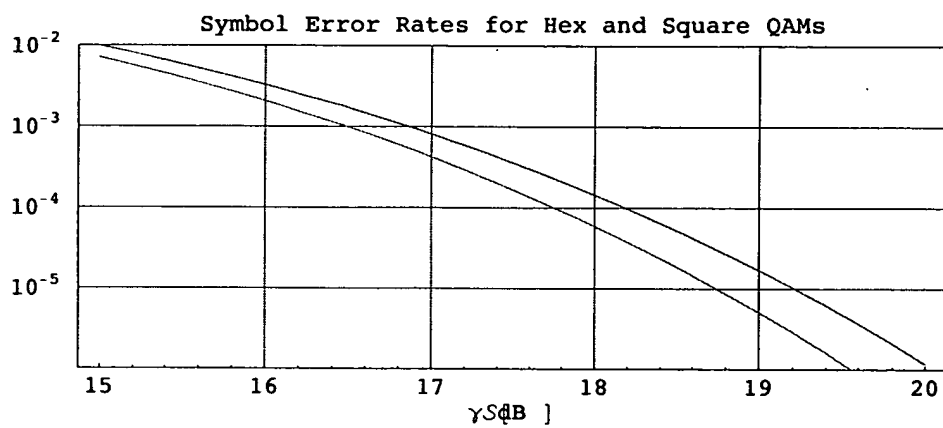


Figure 9

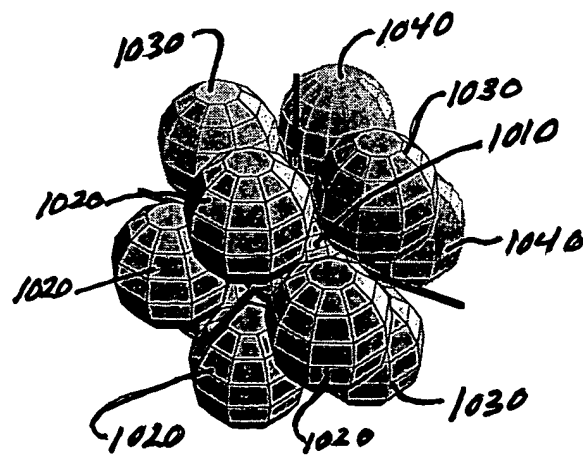


Figure 10

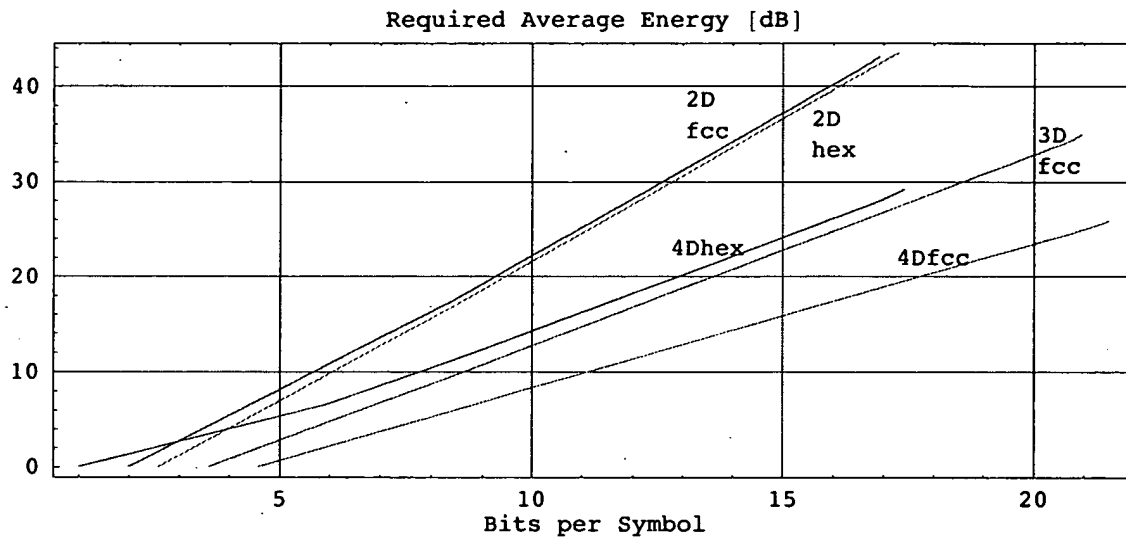


Figure 11

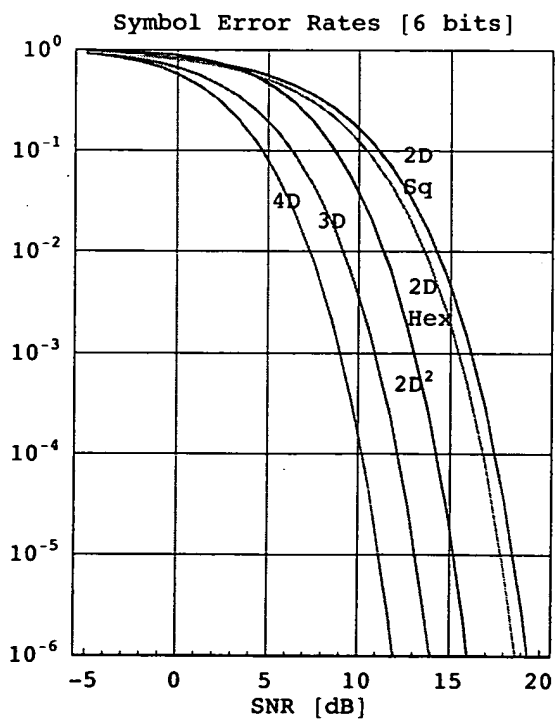


Figure 12A

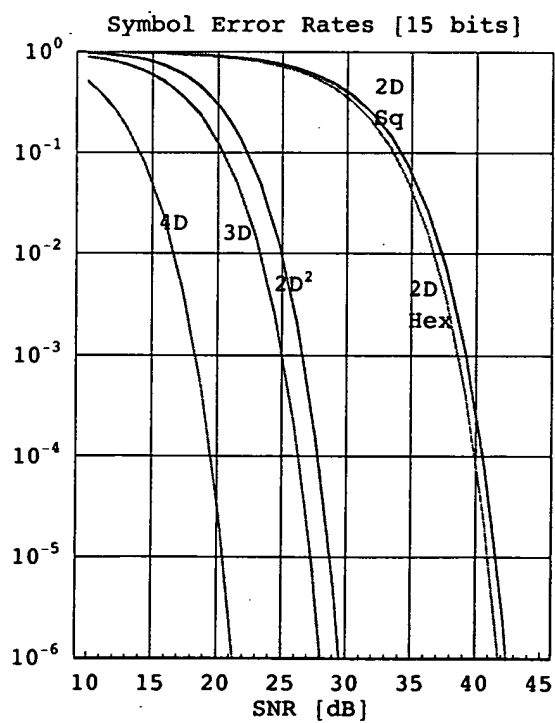


Figure 12B

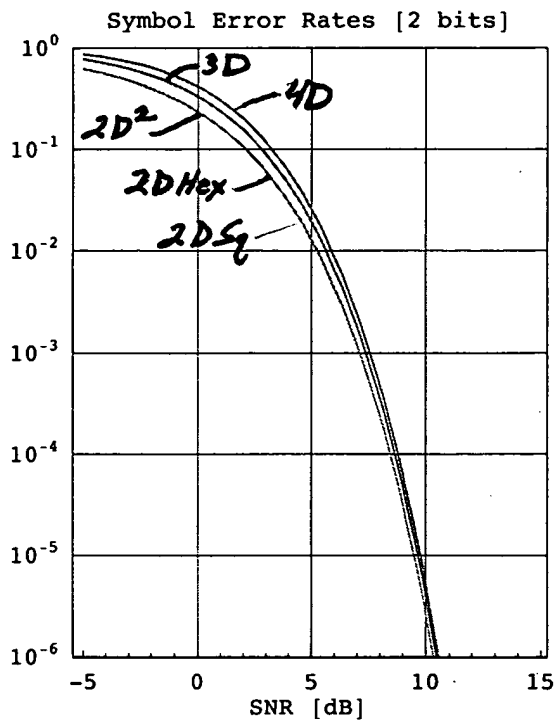


Figure 13A

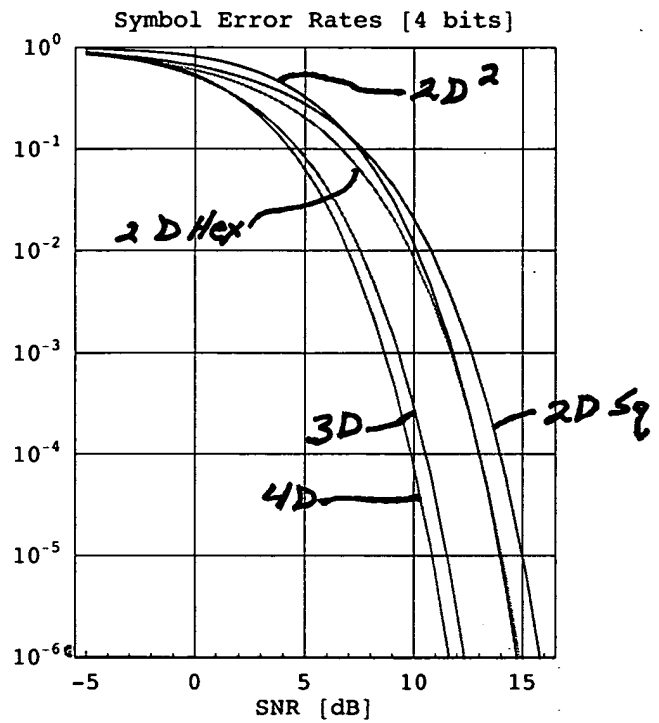


Figure 13B

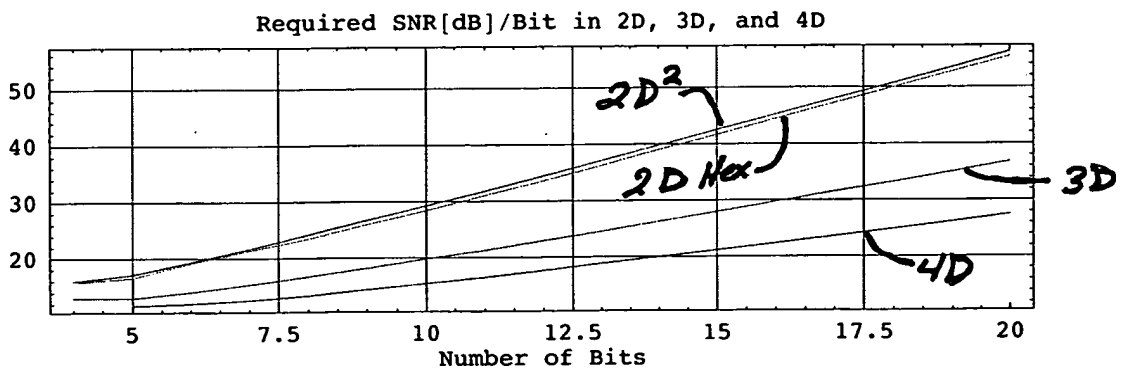


Figure 14

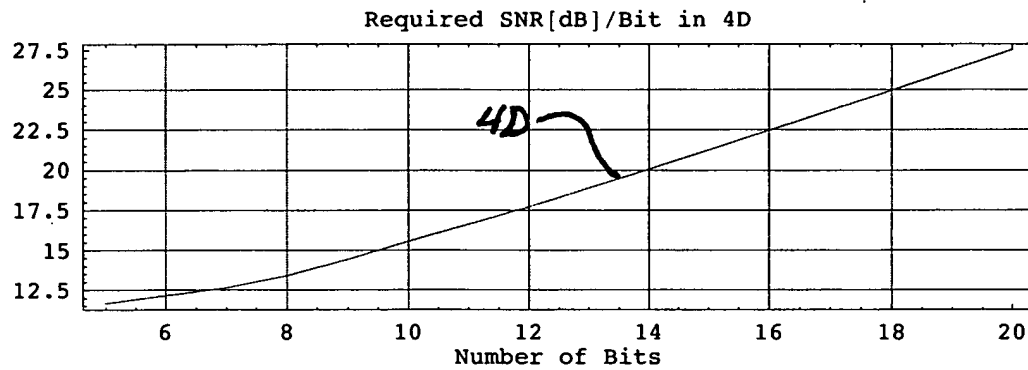


Figure 15

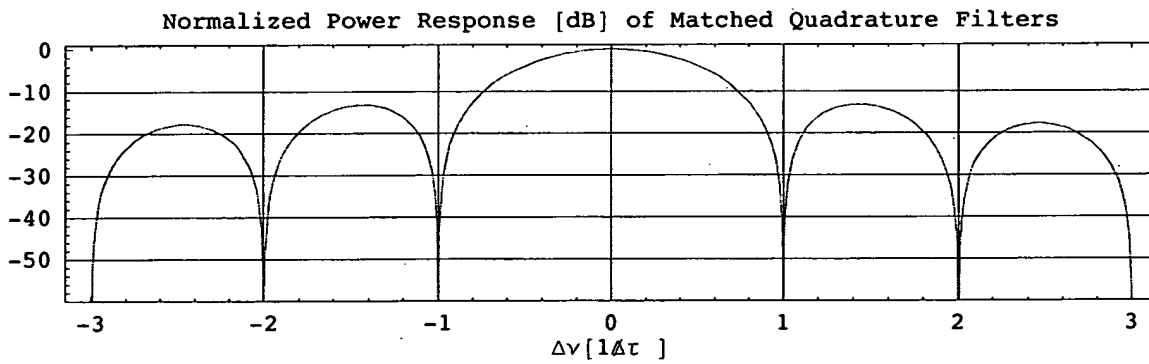


Figure 16

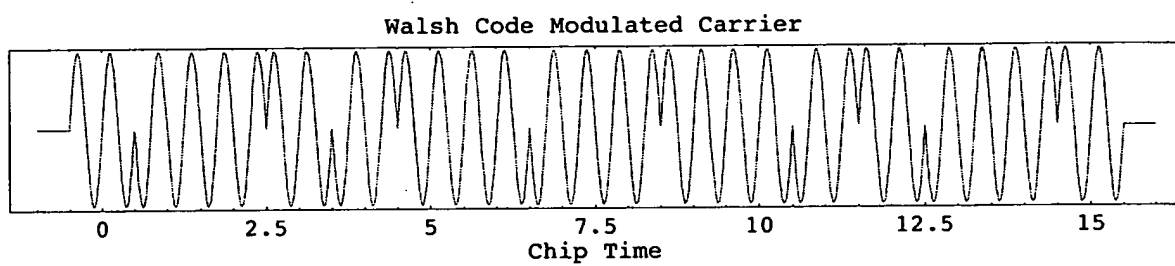


Figure 17

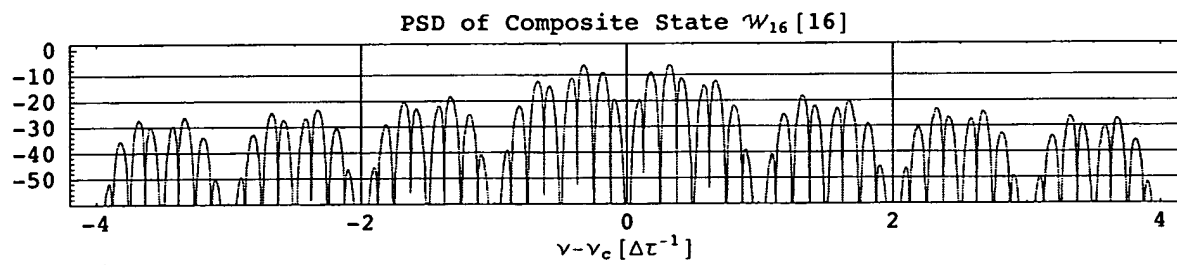


Figure 18

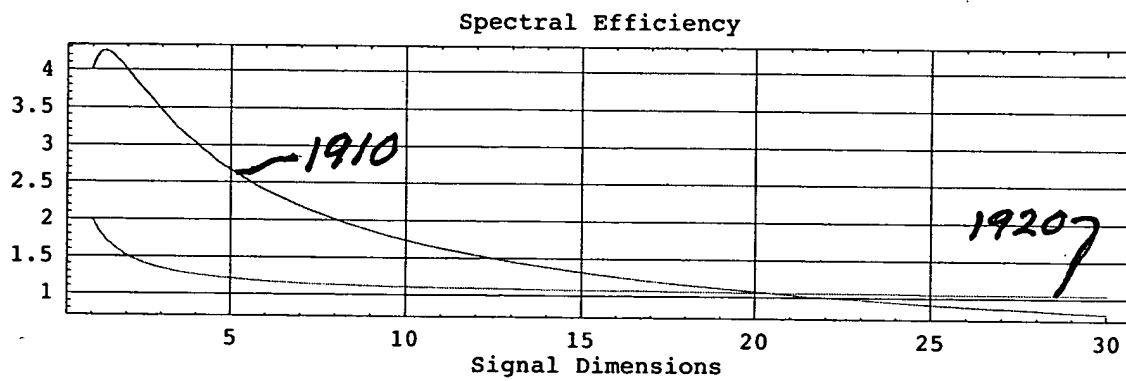


Figure 19

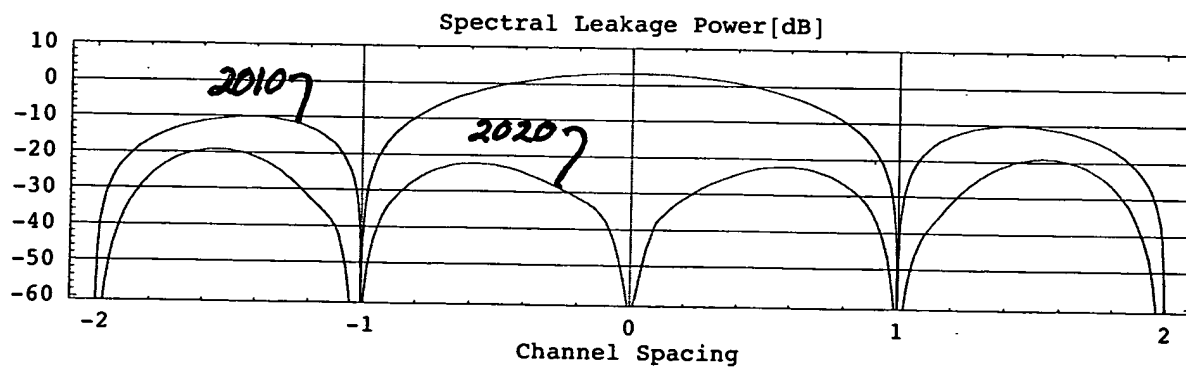


Figure 20

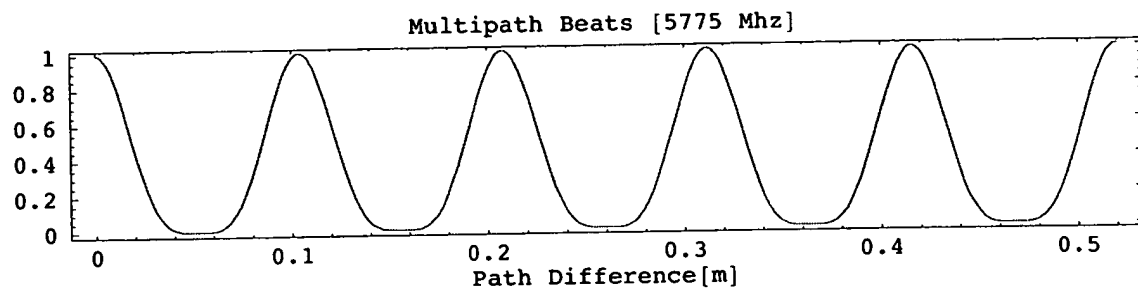
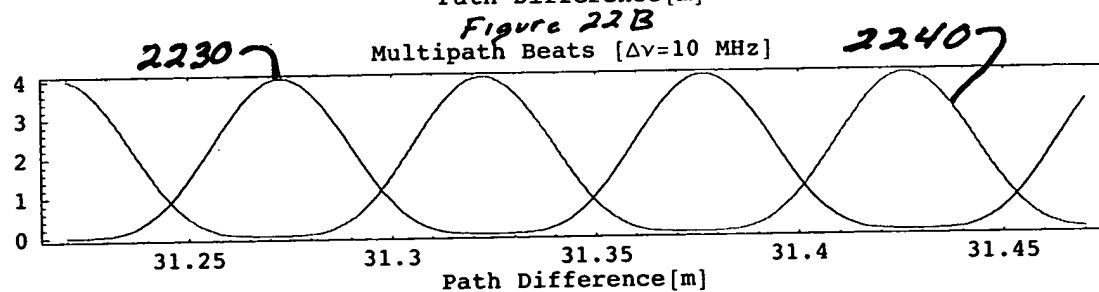
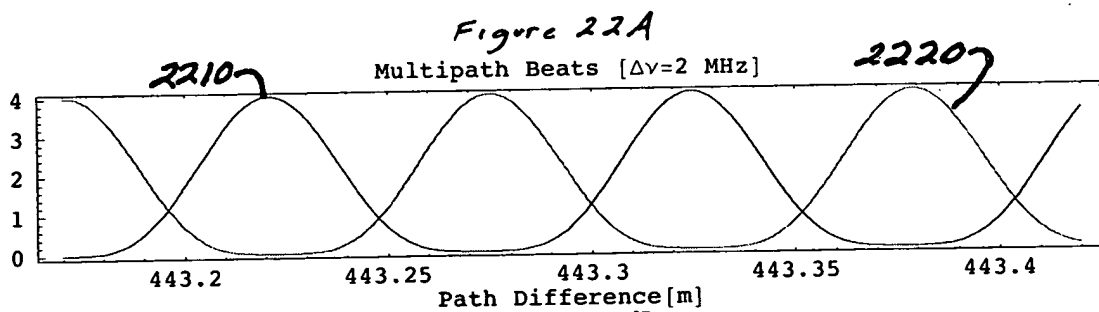


Figure 21



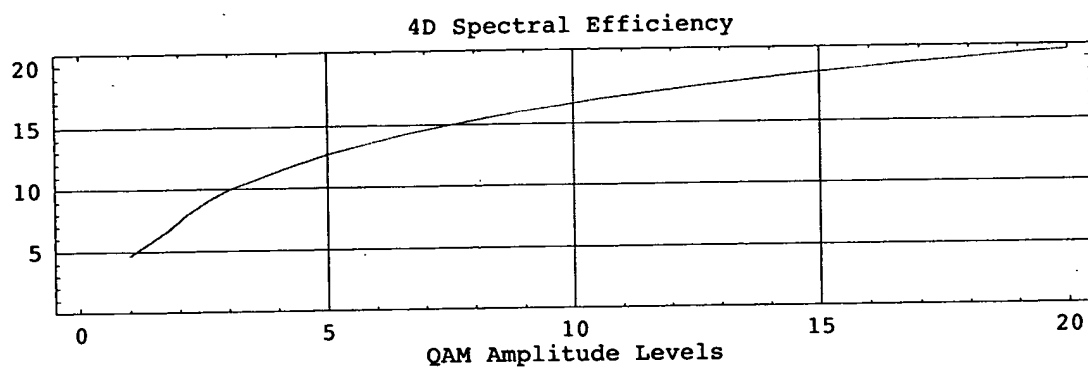


Figure 23

QPSK or 4-QAM (2 bits per symbol)

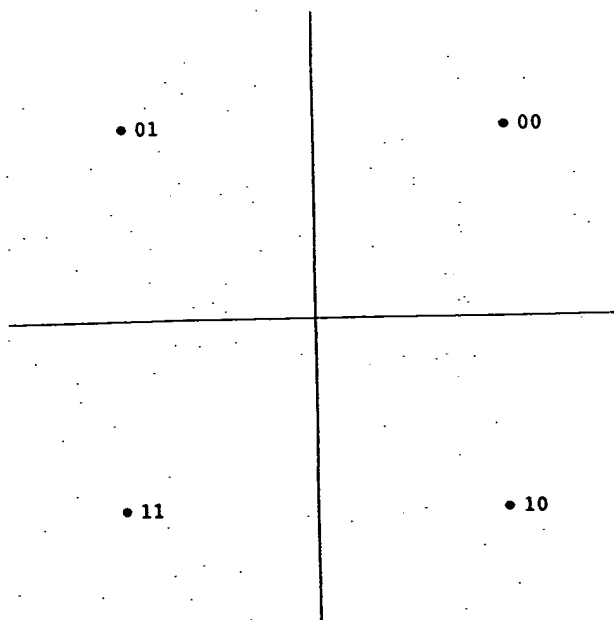


Figure 24
PRIOR ART

8-PSK (3 bits per symbol)

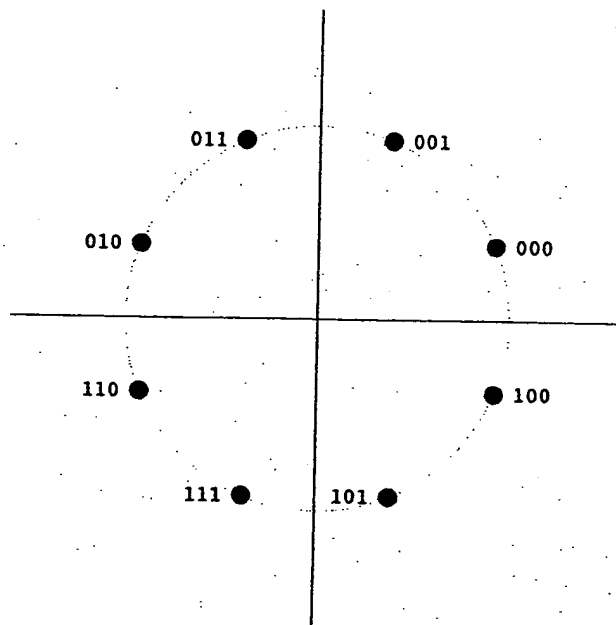


Figure 25
PRIOR ART

3-D Cubic Constellation ($4 \times 4 \times 4$) = 64 states or 6 bits per symbol

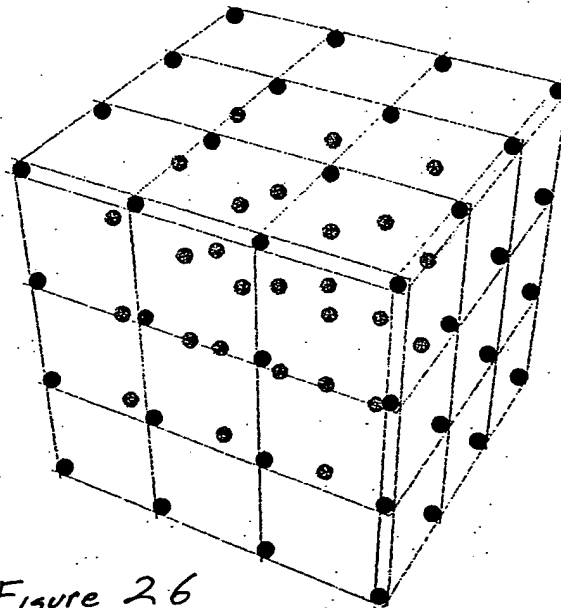


Figure 26